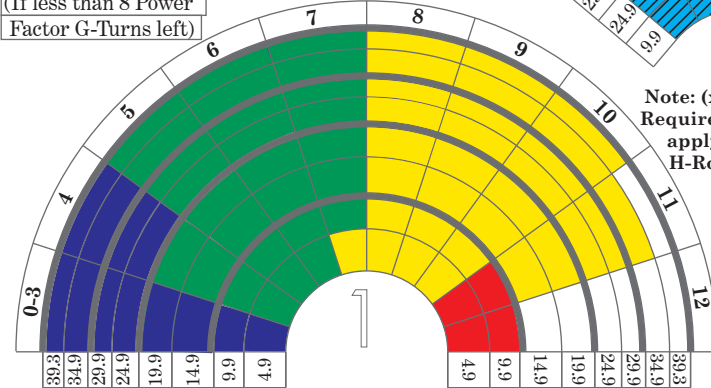


## Me-163B

Messerschmitt Me-163 B1a. Rocket Interceptor. P.V.: 17. Producer: Third Reich. First used July 1944. 320 built. 279 used. Power Factors have a total game endurance of 24 Game-Turns, reduced by 3 Game-Turns for each 5.0 of altitude at the Start of Game. Initial non-inverted/non-Vertical dives of more than .6 or any non-H-Loop inverted Movement Point removes Power Factors as Current Shutdown; Resulting Airspeed cost; -1. Ten Game-Turns minimum must elapse before Power Factors can be restored, until then always apply 1 Brake Factor, 2 if non-level, finally, use red climb loss to max. of -7. For 2nd+ consecutive climb to be greater than 1.4, remove one Movement Point (until

Stall Speed	at +1 to Stall Sp.) for every additional
Maneuver Sp.	.2. Treat Stalls as a straight dive of
Level Speed	.6. H-Loop uses black yellow climb
Dive Speed	always or red Max. Dive value
Stall Speed	engine on, black off. (+2 total Dive
(If less than 8 Power	Acceler.) No outside loop allowed.
Factor G-Turns left)	



Speed Increments

### Special Fire Resolution Rules:

When the Me-163B's Current Game-Turn Airspeed is above 11 and/or its Current Game-Turn Climb is above 1.4:

In these conditions, the Me-163B can only be fired at once, even if both "FF" and "F" guns have an opportunity to fire. Treat all fire at the Me-163B as High Deflection.

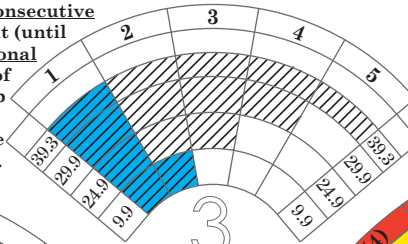
Note: For the Me-163B, any Current Game-Turn Climb precludes firing at targets below Resulting Altitude. Add .1 to this minimum for each .6 of climb up to a max. of .3, at which point First Advantage "FH" fire may be obtained directly above in the same hex.

Optional idle engine setting (always used in preference to Shutdown): Treat only as engine Shutdown with no mandatory Brake Factor. Power Factors may be restored only after two consecutive omissions of Power Factor use. 2 idle engine Game-Turns reduce Power Factor endurance by 1 Game-Turn.

## Silhouette Modifier

Silhouette +0

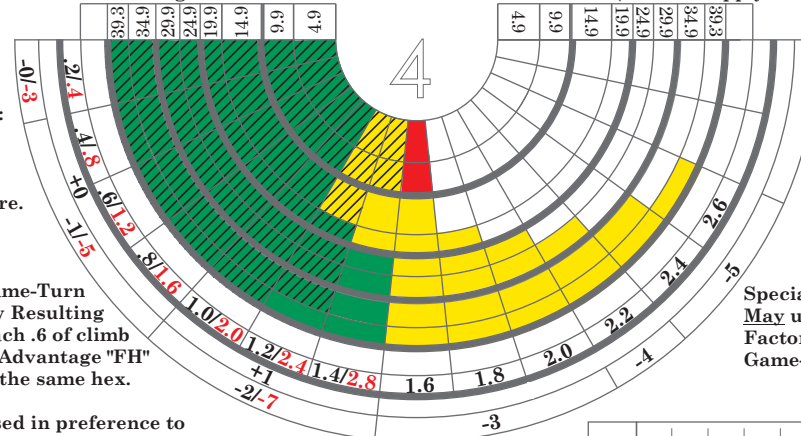
## Speed Change



Note: (x) Maneuver Requirement values apply to Bank/H-Roll/V. Dive only.

## Altitude Change

Special Note: With engine out use red Max. Dive values as if black. (Does not apply to V. Dive.)



Power Factors  
Brake Factors

Diving H-Loop  
not allowed from  
a Current Sp.  
above 8 with engine on.  
No limits with engine off.

Half Loop*	-3
L/R/LB V. Dive	1hx
Turn (No Slip)	+0
Bank/H-Roll	+0

\*H-Loop: +.2 to black/red Max. Dive per 5.0 and per 6 remaining Power Factor Game-Turns.

Add +1 to Turn/H-Loop for each 6 remaining Power Factor Game-Turns.

## Maneuverability Requirements

Max. Dive	
Dive Sp. Climb	
Max. Climb	

Note: 21C(2) guns may fire in or 1 hex after a Turn or H-Loop at a Resulting Airspeed of 8+, but are destroyed if they do.

## Target Characteristics

W	5	Cn	2	Mg	-
F	3	L	1		
C	4	C	-		
E	2	E	-	E	-
G		21C	21C		
		(2)	(2)		
		FF	FF		

Special Note:  
May use 1 Power  
Factor in H-Loop  
Game-Turn.

## Variants

First "E" hit :  
Permanent engine  
shutdown, roll above  
two to destroy.

